OUT OF THIS WORLD™

3DO

Interplay™

Out of this World

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The Story of Lester Knight Chaykin

Beneath a sky awash with lightning strokes, a Ferrari raced along rain swollen streets. Lester Knight Chaykin was behind the wheel, listening to heavy metal riffs on a Classic Rock station; he had changed the dial when the other station played a flash flood warning one too many times for his liking. Lester could feel the speed of the car as a taut pressure against his entire body. He enjoyed it — Lester had never done anything slow in his life. It had taken him only four years to get his Doctorate; it had taken him a mere six weeks to write his thesis; and he had brought the world's most complex scientific experiment from concept to prototype in just sixteen months.

And now it was time to put the pedal to the metal and see how fast his experiment could move.

A lightning bolt split a tree in a field thirty yards away. Lester didn't notice it.

Bringing his Ferrari to a screeching halt, Lester suppressed an urge to run into the elevator. A man who was about to solve the fundamental mysteries of the universe had to learn dignity sooner or later. But Lester enjoyed living at a fast pace. The slowness of the elevator irritated him. The unnecessary delay of the security door deepened his frustration. He waded through the mess of papers, electronic cords, empty soft drink cans, and pizza boxes that was his workspace. Great minds are rarely tidy, he had once said. Lester flipped a switch and with a beep his computer jerked to life. He entered his password — more unnecessary security — and then input the parameters of his
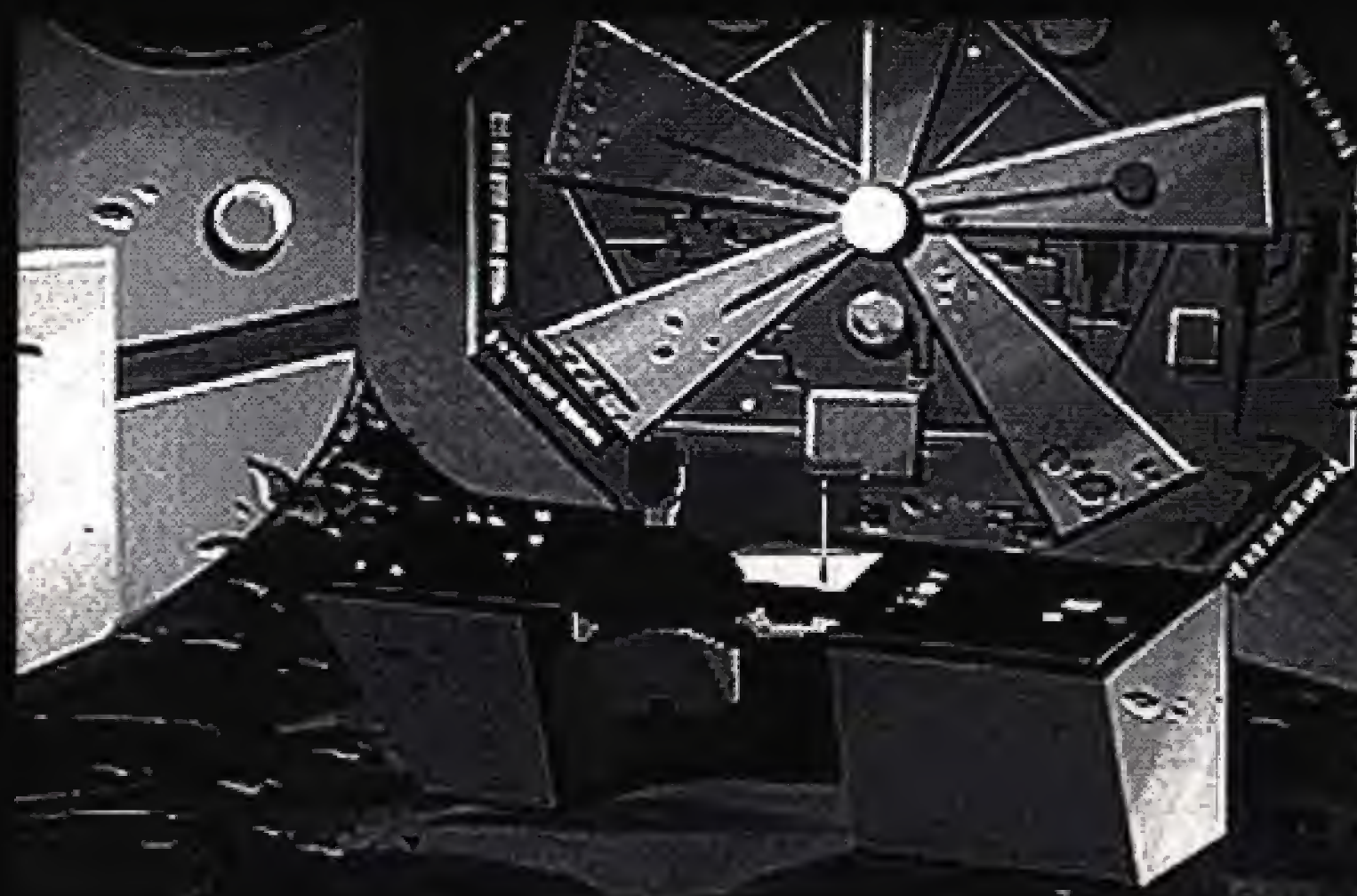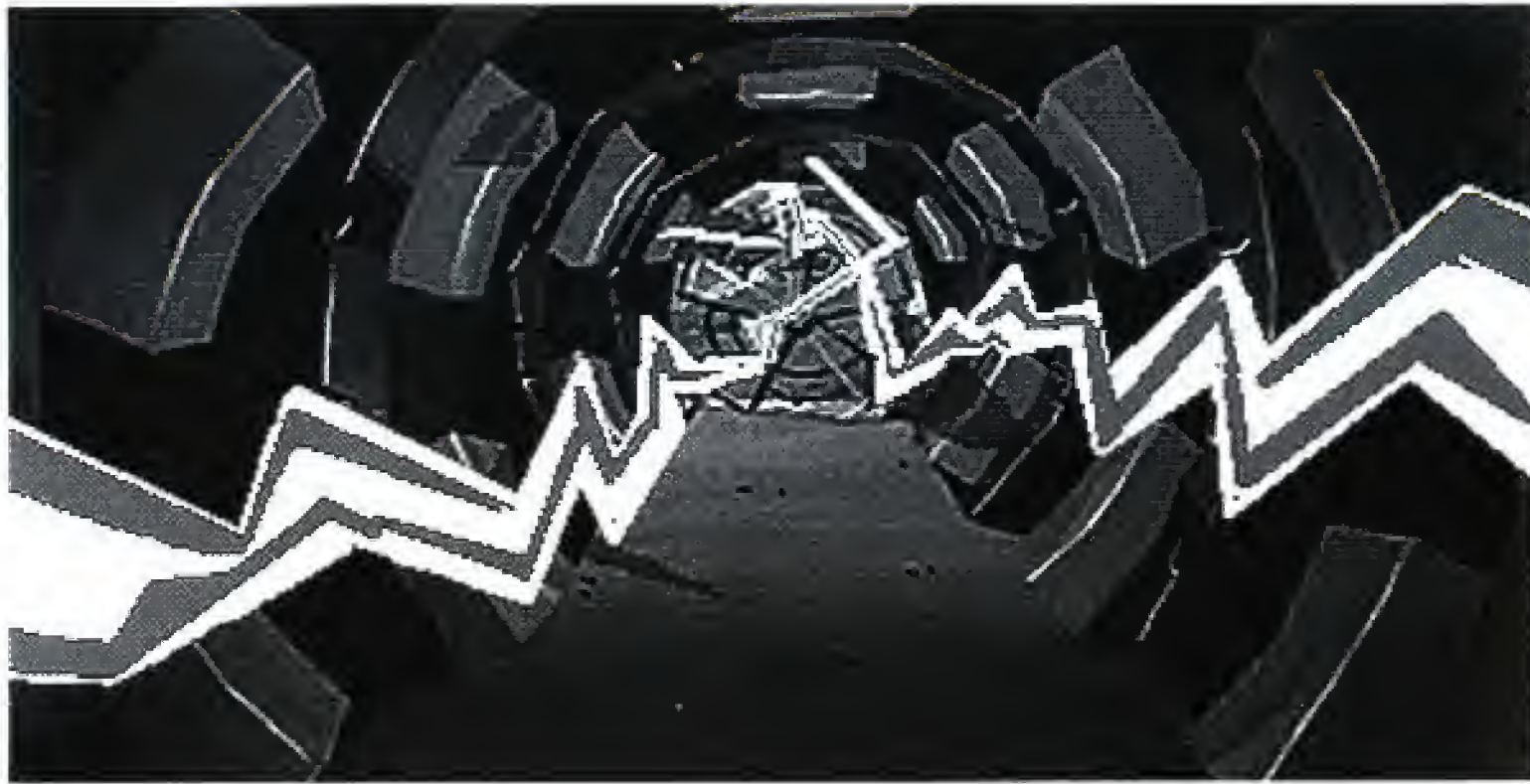
experiment. He waited for the computer to compile the data; a computer could calculate a trillion times faster than mortal man and it still would not have been fast enough for Lester.

The storm outside struck the building twice. Again, Lester did not notice.

The experiment was finally on-line. Atomic particles were driven in a magnetic field to nearly light speed, and then smashed into each other; from its X-ray emissions, Lester would be able to reconstruct what happened when the universe was born. But other forces would be at work on this experiment tonight.

As Lester leaned back and swallowed a cold soft drink, a bolt of lightning struck the building again. The bolt charged the particles that whipped around the atomic accelerator. Something extraordinary happened. The particles fused and exploded, opening a hole in time and space. The rift expanded like an explosion, breaking through the wall, and engulfing Lester. He had not expected anything like this. He felt like he was in a car that was suddenly accelerating to light speed; the pressure was unbelievable. The air had become lightning, and then with a flash, burst into nothingness. Only an empty space was left in the laboratory where Lester had been...

Controls

LEFT/RIGHT control pad:
Moves you to the left and right.

DOWN control pad:
Makes you crouch. It can also be used to pick up items. If you are swimming or on an elevator it moves you down. If you are standing on a teleporter you will be teleported down.

UP control pad:
If you are swimming or on an elevator it moves you up. If you are standing below a teleporter you will be teleported up.

Button A:
Used mostly for attack. If you do not have a weapon you will kick. If you have a gun you will shoot. It can also be used in combination with the LEFT / RIGHT control pad to run.
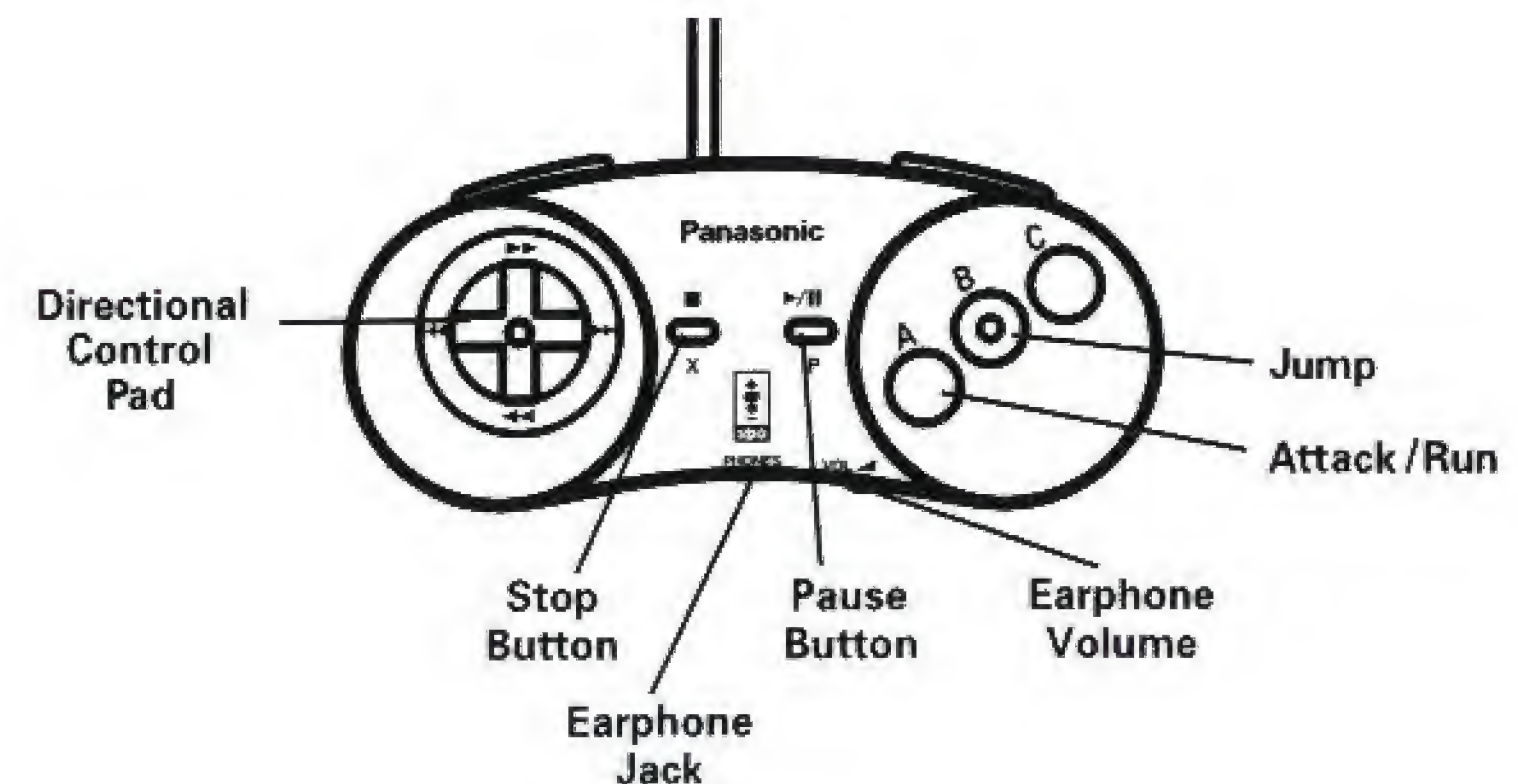
Button B:
Jump.

Button P:
Pauses the game.

Button X:
Used in conjunction with Left and Right buttons will take you to the Menu Screen.

Getting Started

Turn on the 3DO system and insert the *Out of this World* CD. After the 3DO logo vanishes you may press any button to get to the Start / Continue screen. You may choose either Start or Continue by pressing up or down on the control pad. Select 'Start' and press 'B' to start the game. Once the game has started, push up on the control pad to swim to the surface of the water.

First Scene Walk-through

WARNING!!! THIS SECTION CONTAINS HINTS THAT GIVE AWAY PARTS OF THE GAME. ONLY READ THIS SECTION IF YOU ARE STUCK!

Press up on the controller pad to swim to the surface of the water. Once you get to the surface, walk to the right to the next screen. Hostile leeches will attack you. You must kill them by kicking them. You can also crouch and attack at the same time to kill a leech that is farther away from you. Be careful not to let any land on you.

After killing all the leeches on the second screen, walk to the next screen to the right. There will be many more leeches. You should destroy all leeches on these two screens before proceeding to the next screen to the right.

After entering the fourth screen, walk to the right until the beast attacks. As soon as you see him, go to the left and hold down the A and B buttons. This will make your player run/jump away. Keep running to the left until you get to the screen with the hanging vine.

Keep running up to the edge and jump to the vine. You will hang there for a moment until the vine breaks. Then you will be swung back to the right and land on the next screen. The moment you land, start running to the right. Keep running all the way across all the screens. At the end of the last screen you will be saved from the beast by the inhabitants of this world. But they may not be as friendly as they seem....

Hints

IF YOU ARE STUCK, READ THESE HINTS AND THINK IF ANY OF THEM APPLY IN YOUR SITUATION.
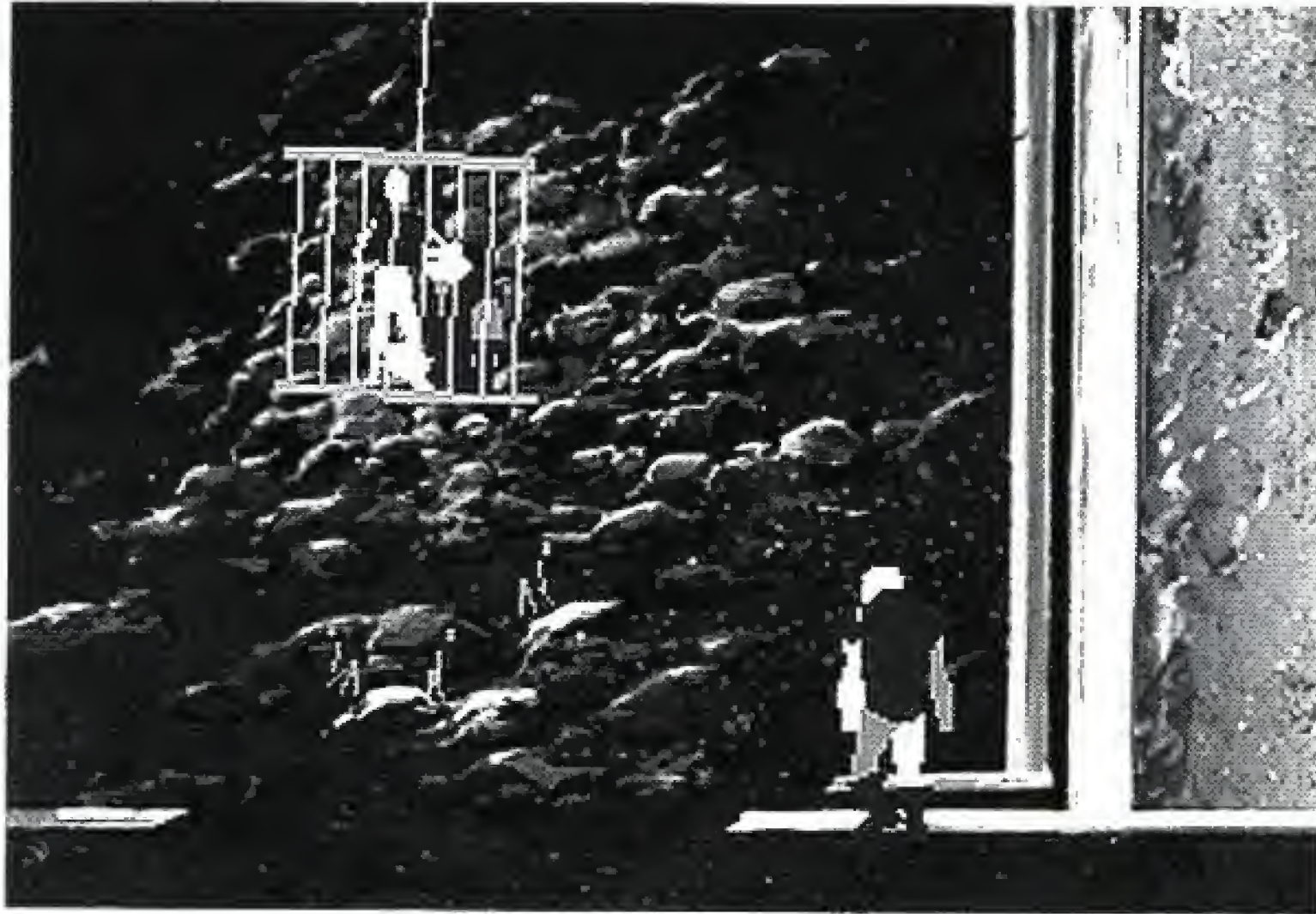
Make sure that you do not forget to find and pick up your gun.

Do not leave your buddy behind.

There are more ways to destroy guards than just shooting them.

Before leaving the underground city make sure that you save your buddy.

It is not ALWAYS wise to shoot the guards.

Deactivate all power circuits.

You can make a force field with your gun by holding the button for a short time and then releasing it.

You can fire a super shot by holding down the button for a longer period of time.

Save Game Passwords

Code	Description
CLLD	.
LBKG	
XDDJ	
FXLC	
KRFK	
KLFB	
TTCT	
XJRT	
HRTB	
BRTD	
TFBB	
TXHF	
CKJL	
LFCK	

Credits

Original Programming, Artwork, and Design
Eric Chahi

Executive Producer
Brian Fargo

Producer
Michael Conti

Programming / Scriptor
"Burger" Bill Heineman

Music Composed by
Andrew Dimitroff

Music Engineers
Nick Carr and Sheridan Eldridge

Background Graphics
Lil' Gangsters Entertainment, Burbank, CA

Sound Design
Paradise Post Production

Sound Effects
Clive Mizumoto & Ron Salaises

Music Mastering and Editing
Charles Deenen

Sound Effects Editing
Brian Luzietti

Line Producer
Lars Brubaker

Opening Title Sequence
Ed Trillo

Director of Quality Assurance
Kirk Tome

Testing
Jason Taylor

Manual Written by
Pierre Cousseau

Manual Editor
Lars Brubaker & Scott Bennie

Manual Design
Larry Fukuoka

A Special thanks to **Alan Pavlish**

Customer Support

Hints are available at 1-900-370-PLAY. No hints will be given on our Customer Service lines. You must have a touch tone phone to use this service.

The Charge is $1.25 for the first minute and $.75 for each additional minute. Long distance charges are included in this cost. Callers under the age of 18 must get parental permission to call. Hints are also available by writing to Interplay.

If you have any questions about this, or any other Interplay product, you can reach our Customer Support/Technical Service Group at:

Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Support. Or call (714) 553-6678, Monday through Friday.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: We are located in the Software Connexion. Use Jump to "Software Connexion". Select "The Publisher's Exchange". You can also send mail directly to us. Our ID is "PLAY99B".

National Videotex Network: You can reach us by typing "GO GAMESFORUM" or you can send mail to our account "INTERPLAY". Demos and patches are available in the GAMESFORUM library. **NVN** features many online games, and other items of interest for gamers. For more information about **NVN**, call 800-336-9096.

Internet: You can reach Interplay with "interplay@aol.com" or "76702.1342@compuserve.com". Many Interplay demos and patches are available at Internet FTP sites.

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WARRANTY REPLACEMENTS

Interplay 17922 Fitch Ave., Irvine, CA 92714

System Upgrades

Interplay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original CD and a check for $25.00 (U.S. funds) and we will replace your CD with the version for another computer system that you specify. (This price is subject to change.)

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